

FIG. 1

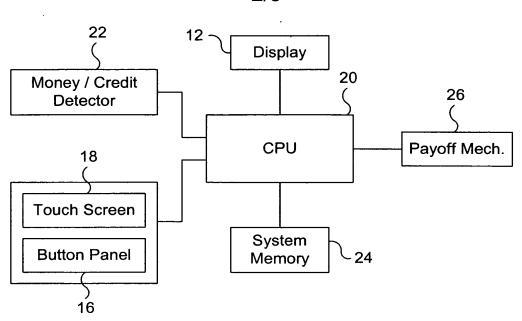
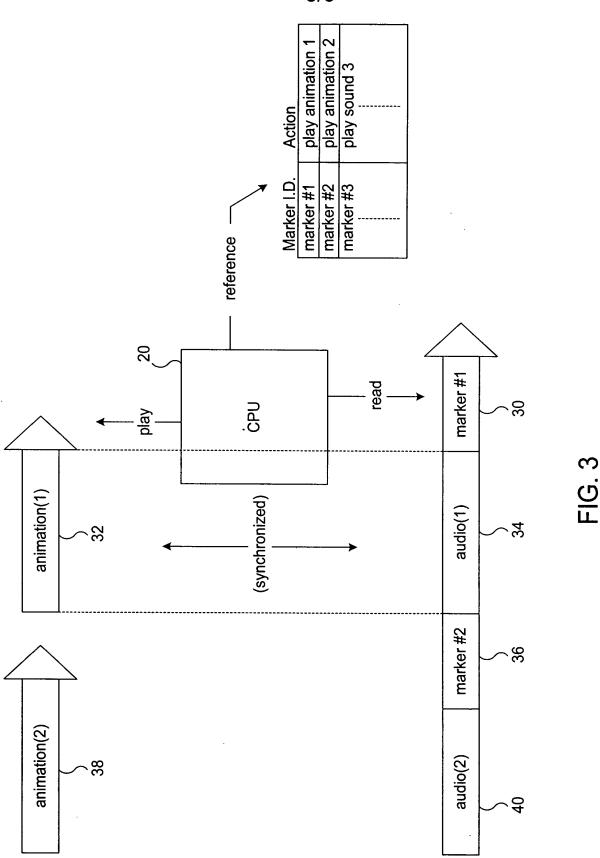


FIG. 2



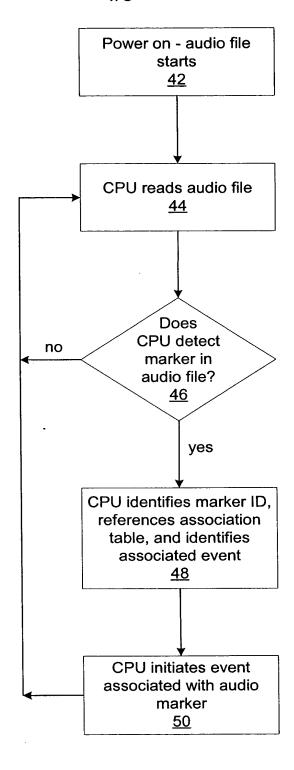
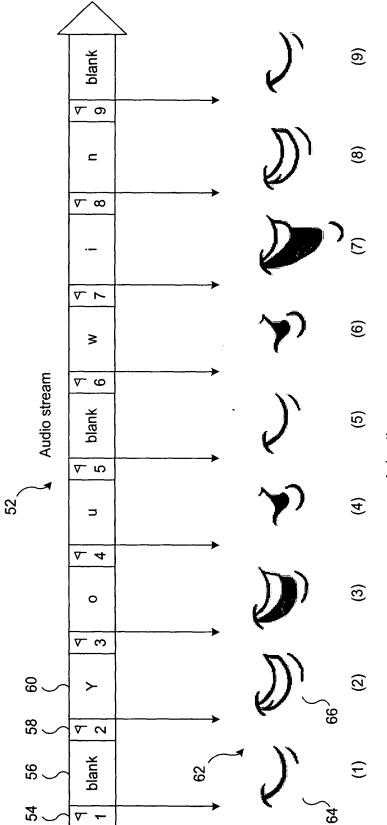


FIG. 4



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4 = audio marker

Action	Play animation frame (1)	Play animation frame (2)	Play animation frame (3)	Play animation frame (9)
Marker I.D. #	4	42	დ	6 6

<u>[G</u>. 5